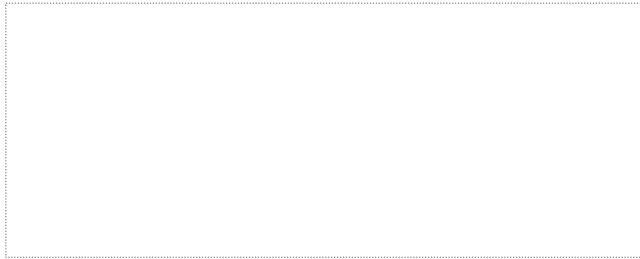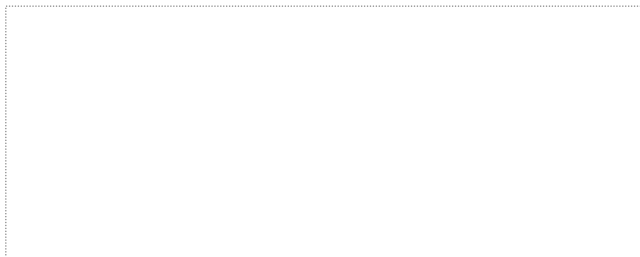GT-1M

★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit ★ Matching last number of score with number which lights on

backglass at end of game scores 1 replay

1 REPLAY
for lighting
10
CITIES

GT-1

★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit on backglass.

1 REPLAY
for lighting
10
CITIES

GT-2M

★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit ★ Matching last number of score with number which lights on

backglass at end of game scores 1 replay

2 REPLAYS
for lighting
10
CITIES

GT-2

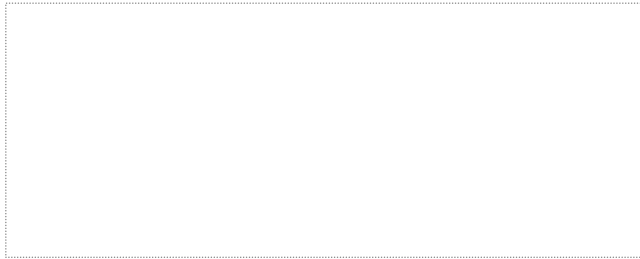★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit on backglass.
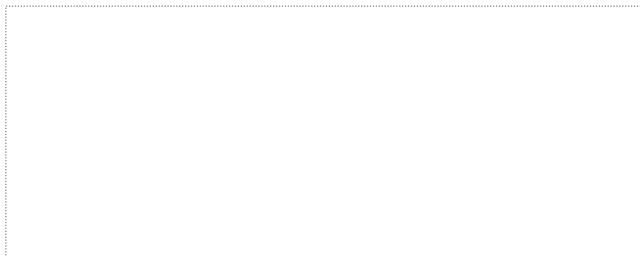
2 REPLAYS
for lighting
10
CITIES

GT-3M

★ Each Free Ball through TOUR GATE advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Matching last number of score with number which lights on backglass at end of game scores 1 replay
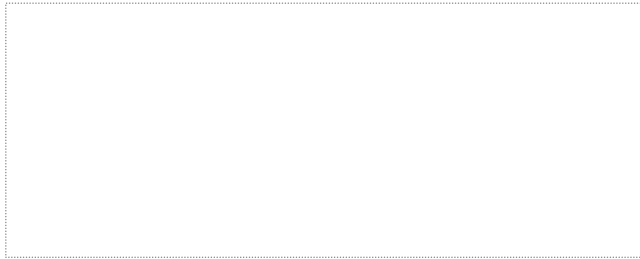
3 REPLAYS
for lighting
10
CITIES

GT-3

★ Each Free Ball through TOUR GATE advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit on backglass.
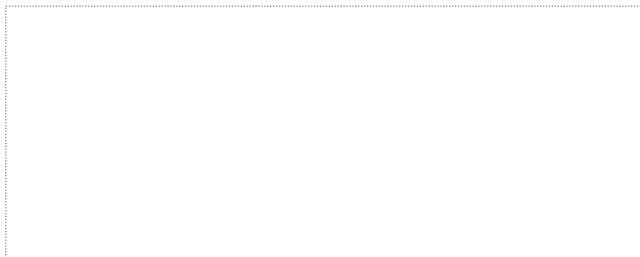
3 REPLAYS
for lighting
10
CITIES

★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit on backglass.

Score of 700 Points — FAIR
Score of 900 Points — GOOD
Score of 1000 Points — EXCELLENT
Score of 1100 Points — SUPER
Score of 1200 Points — GENIUS

GT-R (3 BALLS)

★ Each Free Ball through TOUR GATE advances tour to next City ★

City-Lights remain lit, from game to game, until 1 through 10 are

lit on backglass.

Score of 1000 Points — FAIR
Score of 1200 Points — GOOD
Score of 1300 Points — EXCELLENT
Score of 1400 Points — SUPER
Score of 1500 Points — GENIUS

GT-R (5 BALLS)

Card 1 (left):

GT-200

200 POINTS
for lighting
10
CITIES

USE THIS FORM
UNDER CARDS GT-R (3 BALLS) OR GT-R (5 BALLS)

GT-100

100 POINTS
for lighting
10
CITIES

Card 2 (right):

USE THIS FORM
UNDER CARDS GT-R (3 BALLS) OR GT-R (5 BALLS)

GT-300

300 POINTS
for lighting
10
CITIES

D-9-12 (3 BALLS)

1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points

D-8-12 (3 BALLS)

1 Replay for each score of 800 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points

D-13-17 (5 BALLS)

1 Replay for each score of 1300 Points
1 Replay for each score of 1400 Points
1 Replay for each score of 1500 Points
1 Replay for each score of 1600 Points

D-13-16 (5 BALLS)

1 Replay for each score of 1300 Points
1 Replay for each score of 1500 Points
1 Replay for each score of 1600 Points
1 Replay for each score of 1700 Points

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, NewsGoth BdXCn BT

Cards status:
GT-1M   instruction card needed to verify.
GT-1   instruction card needed to verify.
GT-2M   instruction card confirmed.
GT-2   instruction card needed to verify.
GT-3M   instruction card needed to verify.
GT-3   instruction card needed to verify.
GT-100   instruction card needed to verify.
GT-200   instruction card needed to verify.
GT-300   instruction card confirmed.
GT-R (3 BALLS) instruction card confirmed.
GT-R (5 BALLS) instruction card needed to verify.
Score cards confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter
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